DEXTER PIT NOTES PUBLIC MEETING # 1 March 15, 2007

- How big is the artwork?
- How high above you will the artwork be? Andy Cao comment: Looks at the power point image. You won't be able to touch it form the ground, but you will be able to see over it form the condos.
- What happens with the existing wetland David Goldberg comment: The wetland will be maintained and enhanced (we'll need to work with Department of Planning and Development)
- Mark Brand comment There are limited exercise opportunities tai chi, bocce ball. If the were to be a P-Patch, it would be on hillside or encounter some additional regulatory review if in the wetland buffer.
- View from 2nd floor of condors on Aurora would not be blocked.
- How long have you observed the property? I am concerned about the fit of the art with the site. Would birds be hurt and animals too? I had hoped for trails and benches.
- Over time would the monofilament deteriorate? Andy Cao comment: It will last 22 + years & require no maintenance. Replacement of deteriorated strand would be inexpensive.
- I liked the poetic sense of the design, it resonates.
- Who selects soil engineer? *Mark Brands comment: The team will probably work with Seattle Public Utilities. There is likely to be current information from adjacent developments.*
- Does vegetation grow through the line? Andy Cao comment: No
- Is the easement area going to be addressed need it for fire access.
- Concern about creating areas for people to sleep.
- You can't get through vines to the condos, I like that...
- Where would path to the bridge be? *Andy Cao comment: We would create a gentle path that is ADA compliant up to the overlook.*
- How many could stand on structure?
- I am energized by art concept. I'll leave maintenance concerns to Parks to handle.
- Is there any lighting? Andy Cao comment: There will be minimal, if any, lighting. If lighting is used it would be the intensity of moonlight shining on the piece.
- P-Patch or wetland?
- It's something different, I like it.
- Vandalism? Will be reviewed maintenance?
- I found the selection process to be cool. I'm excited to see it.
- Is this the same as artist that has work at Cooper Union? *Andy Cao Yes.* I like it. Will things stick to it?
- Are trees going to come down? *Mark Brands comment: The trees are DOT. We'd like to replace them with smaller.*
- There are beautiful wildflowers and sweet peas. I want to make sure there are colorful plants and natural foliage. I don't like how you can't touch pieces at the sculpture park. *Andy Cao comment: We'd like to keep everything the way it is.*
- I would like more open space, with wi-fi.
- We need a Dog friendly place
- What about tour buses? There needs to be consideration for them.

- Who will use this park? *Mark Brands comment: The site is accessible to pedestrian and bicyclists (no parking provided) and anyone how finds a parking space nearby.*
- I've been involved for years with this site. The City wanted to sell it. We looked and learned that there were no parks on the east slope. People wanted views and access to the site. You didn't let us design the park. David Goldberg comment: I will distribute a more detailed description of how the art plan was developed and what public involvement occurred during its development.
- Retain "lush" vegetation.
- This is wrong it's not a neighborhood park.
- I agree with much of what Sharon says [that it is not what was described in the neighborhood plan], but considering it is an art project, I like it.
- Is there a place in the park for a Queen Anne memorial? Maybe not for one individual, but a place to give thanks.
- Maybe the park could be named after Tom Wales
- It will be vibrant space with good energy.
- Will it create shade? Andy Cao comment: It will create minimal shade like a shear veil.
- Is there a way to get a path up and around the hill?
- I'd like to get up to where the condos are.
- I'd prefer not to have a path the campers are using the area and would come up to condos.
- What are you going to do about landscaping?
- Sculpture Park is an outdoor museum this is simple
- Retain trees.